TOMB RAIDER
THE LAST REVELATION

LEGACY of KAIN
SOUL REAVER

Also Available
for
Sega Dreamcast™
from
Eidos Interactive

CRYSTAL DYNAMICS

TEEN
T
CONTENT RATED BY ESRB

CORE

EIDOS
INTERACTIVE

Eidos Interactive, 651 Brannan St. San Francisco, CA 94107. Eidos, Eidos Interactive, the Eidos Interactive logo, and Tomb Raider are registered trademarks of Eidos Interactive, Inc. Core, Core Design, the Core logo, and Lara Croft are registered trademarks of Core Design, Ltd. © 2000 Core Design, Ltd. Crystal Dynamics, Legacy of Kain, Soul Reaver and the related characters are trademarks of Crystal Dynamics. © 2000 Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive. Eidos Interactive is a registered trademark of EIDOS, Plc. © 2000 Eidos. All rights reserved. Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,558,173; [illegible]; 4,454,594; 4,462,076; No. 80,830; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No.1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc., PO Box 7639, San Francisco, CA 94120.

MATURE
M
CONTENT RATED BY ESRB

SEGA

Dreamcast™

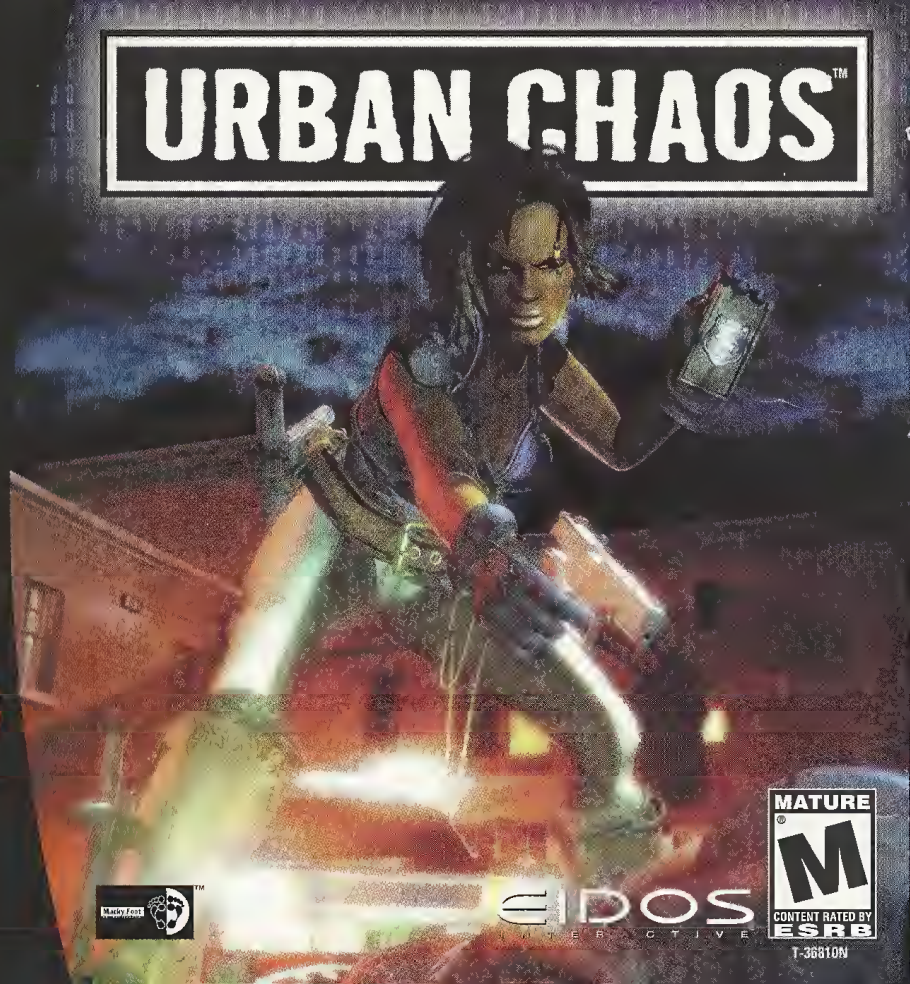
URBAN CHAOS™

Macky Foot

EIDOS
INTERACTIVE

MATURE
M
CONTENT RATED BY ESRB

T-36810N



WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CONTENTS

Happy New Year 2
Welcome to the UCPD 2
Sega Dreamcast™ 4
Controls 5
Getting Started 6
- Menu Controls 6
- Main Menu 6
- Options 6
- Map Menu 7
- Saving and Loading 7

City Navigation 8
Making Inquiries 9
Items and Inventory 9
On-Screen Panel 9
Combat 11
Identifying Opponents 13
Dealing with Suspects 13
Stealth 14
Using Vehicles 15
Weapons 16
Power-Ups 18
Hand-to-Hand Combat 19
Street Survival 22
Credits 23

FIGHTING A LOSING BATTLE AGAINST URBAN CHAOS?

Call the EIDOS Interactive Hint Line

1-900-77EIDOS (773-4367) U.S. Only

Cost of call: $0.99/minute.
Must be 18 years or have parent's permission.
Touch-tone phone required.

"In the year 1999 and seven months, from the sky will come the great king of terror. He will bring to life the great king of the Mongols. Before and after war reigns happily."

– Nostradamus

HAPPY NEW YEAR

During the closing months of the last millennium, the streets of Union City have witnessed a crime wave that is unprecedented in the city's long history. No one is more aware of this than D'arci Stern, a front-line rookie cop with the Union City Police Department. Suicides are up, vandalism and joyriding have reached epidemic proportions and, with shootings and stabbings an almost nightly activity in some buildings, murder has never enjoyed such a boom in popularity. But it isn't just the rise in street crime that so unsettles Officer Stern. Sure, there had always been gang activity to contend with, and she is no stranger to crackpots spouting new religions or conspiracy theories or both. But with all these things together, the streets have taken on a new and sinister air, an air of casual violence and brooding menace, as if the fragile social order might at any moment descend into an intoxicating instability ...

WELCOME TO THE UCPD

Walking the beat for the UCPD (Union City Police Department) is not an easy life. You and your fellow officers will not only be combating crime, you'll be fighting for the survival of mankind.

You start as D'arci Stern. As a rookie, you need to attend the Police Academy to train for the tough streets of Union City. Completing the Physical Training class will allow you to walk the beat. However, smart cops also complete both the Driving School and Combat Training. If you do, the UCPD may devise some special missions for a cop of your "caliber"!

Some parting advice ... don't let down the men in blue, and protect the citizens of Union City!

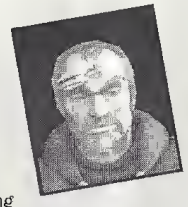
UCPD PERSONNEL FILE

Name: Stern, D'arci
Rank: Rookie
DOB: 07/07/70
Comments: Officer Stern is ambitious and enthusiastic as you would expect from someone from a family with a strong tradition of law enforcement (both her father and brother served in the UCPD and both were sadly lost in the line of duty). However, D'arci also has a tendency to be headstrong and sometimes over-zealous in the execution of her duties. She is a loyal and dependable partner but seems to prefer working on her own. Officer Stern is extremely athletic, with an excellent level of stamina. At present, she can run faster and jump farther than anyone else in the Department.

Disciplinary History: 1983: Faced assault charges brought by the suspect accused of killing her brother. Charges dropped through insufficient evidence.

Addendum: D'arci is fast and agile in both movement and combat. While she can sprint, she is susceptible to injury.

UCPD FELON FILE

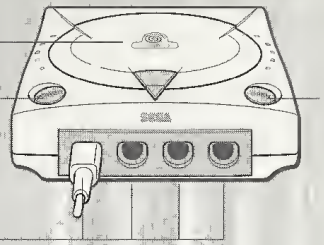


Name: McIntyre, Roper
DOB: 01/01/44
Current Address: None
Known Associates: None
Prior Convictions: Assault, deception, breaking and entering, impersonating a police officer, and resisting arrest. Numerous charges for firearms offenses, vagrancy and drunkenness.

Summary: Subject is ex-military and a former informant for this Department. Psychiatric reports indicate paranoia: he appears to see himself as some kind of vigilante. The subject is extremely dangerous and should not be approached without backup even when he is unarmed.

Addendum: Roper has impressive strength and durability in combat, but he cannot sprint from danger.

SEGA DREAMCAST™



Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C,** and **Control Port D**. Use Control Port A to play **URBAN CHAOS**.

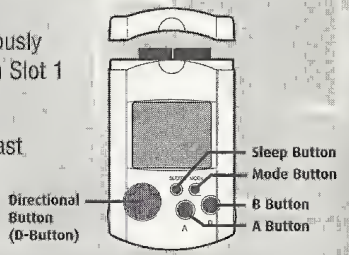
URBAN CHAOS is a 1 player game. Before turning the Sega Dreamcast ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

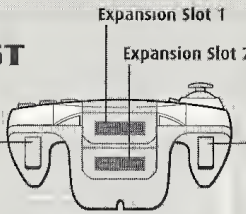
To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller BEFORE turning on the Sega Dreamcast.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

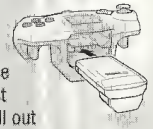


CONTROLS

SEGA DREAMCAST CONTROLLER



SEGA DREAMCAST JUMP PACK™



URBAN CHAOS supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast Controller, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. When the Jump Pack is inserted into Expansion Slot 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

- Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.
- **URBAN CHAOS** is a 1 player game. Connect controller(s) or other peripheral equipment BEFORE turning on the Sega Dreamcast.
- To return to the Title screen during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Main Menu.

GETTING STARTED

MENU CONTROLS

On menu and selection screens, select options by using the Directional Button to highlight your choice, then press the A Button to confirm its selection. Press the B Button to return to the previous menu.

MAIN MENU

Select one of the following:

New Game – Begin a new game.

Load Game – Load a previously saved game from the Visual Memory Unit (VMU).

Save Game – Save your current game to the VMU.

Options – Change the game configuration from the Options menu.

Credits – See the names of the hard-working URBAN CHAOS team.

OPTIONS

Select **Options** from the Main Menu to get to the Options menu. Highlight individual options and press the Directional Button ◀/▶ to change settings.

Sound Options

Volume – Adjust the main volume of the game by moving the slider bar.

Ambient – Adjust the volume of ambient sound effects by moving the slider bar.

Music – Adjust the volume of the game music by moving the slider bar.

Stereo/Mono – Toggle Stereo or Mono sound.

Okay – Exit back to the Options menu (press the A Button).

Controller Configuration

There are four pre-set controller configurations (A, B, C and D) and a custom configuration that allows you to select your own button settings.

Custom Mode – Highlight an action from the list, press the A Button, and then press the button you want to use for that action. Repeat for all actions.

Okay – Exit back to the Options menu (press the A Button).

General

Track – Choose either **Character** or **Camera** depending on how you want the scanner to track.

Controls – Choose **Turn** or **Move** depending on how you want to control your character.

Vibration – Select **Yes** or **No** for the Jump Pack vibration peripheral.

Engine Vibration – Select **Yes** or **No** for screen movement/vibration.

Panel Position – Hold down the A Button and use the Analog Thumb Pad to move the Navigation Map around the screen.

Graphics

Toggle various graphic features on/off.

MAP MENU

On the Mission Select screen you will see a map of the city with markers indicating mission locations. (When you begin a new game, only Physical Training, Combat Tutorial and Driving Bronze are available.) Select a marker to see the missions at that location. Select one of the listed missions and press the A Button to read the mission briefing. You must carry out these primary objectives to complete the mission successfully. If you're ready to accept the mission, press the A Button.

SAVING AND LOADING

Once you have successfully completed your mission, you will be asked if you want to save your progress. Press the A Button repeatedly to select **Save**, confirm it, and return to the Main Menu. (You must be using a Visual Memory Unit (VMU) with at least 2 free blocks in order to save.) To resume a saved game, select **Load Game** from the Main Menu (see page 6).

CITY NAVIGATION

While in some missions you will have access to vehicles, in most you're on foot. Successful exploration and navigation of the city depends on climbing, crawling, and jumping. (Water locations are not accessible.)

Jogging

Use the Analog Thumb Pad to move your character at a run in four directions. (Your character cannot run backward.)

Sprinting

Hold the A Button (default) while jogging to sprint (for a limited time).

Jumping

Use the Y Button (default) for stationary jumps. Press the Y Button together while moving the Analog Thumb Pad to jump in any direction.

Getting Over Obstacles

Scale small obstacles such as low walls and fences by running toward them and jumping over them with the Y Button (default).

Crouching and Crawling

Hold down the A Button (default) when stationary to crouch; then use the Analog Thumb Pad to begin crawling. Crouching and crawling are essential stealth moves.

Ladders

When you're standing at the base of a ladder, press the Analog Thumb Pad forward to climb. At the top of a ladder, press the A Button to begin climbing down, then use the Analog Thumb Pad to continue. Press the Y Button (default) to dismount.

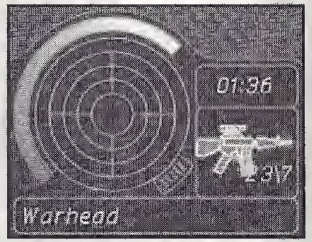
MAKING INQUIRIES

You can talk to anybody in the game by standing in front of the person and pressing the A Button (default) to initiate a conversation. This is particularly useful if you want to question an eyewitness to a street crime and find out what that person knows. (If you're lucky you can often find a few witnesses hanging around a crime scene.)

ITEMS AND INVENTORY

You can pick up most items you see in the game by walking over them. (If the object is not picked up, it is already in your Inventory.) Press the B Button to display your Inventory: This is where all the items and weapons you have collected are displayed. Highlight an item, then press the A Button (default) to close the inventory – the item will now be selected.

ON-SCREEN PANEL



The panel at the bottom left of the screen shows your health meter, objective directions, and what you are carrying at the time. As objectives are added to your missions, these will appear as different colored arrows with an objective name on the Navigation Map. As you approach your target, the arrow will change to a small dot on the inside of the radar screen until it reaches the center of radar. On some missions there is a time limit; this is shown above the icon for your currently held item and will decrease as the mission progresses.

Health

Your health bar is shown as the curved bar around the outside of the Navigation Map. As you are wounded your health will decrease until you die. Enemies will have a single red line meter for their health bar.

If you have been wounded you can get back to full strength by picking up a MediKit. Each MediKit instantly restores up to 50% of your health.

Item Icon

This shows your currently selected weapon. If the weapon selected is a gun, then the number of magazines and the amount of ammunition in the current magazine are displayed below the icon.

The Crime Rate

The crime rate only applies to certain missions. This percentage indicates the level of lawlessness in your area. The figure rises every time a crime is committed in the current district and drops every time you arrest a criminal (the rise or fall depends on the nature of the crime committed). If the crime rate should reach 100%, then you will fail the mission and be forced to start again.

Disciplinary Violations

Should you deliberately or accidentally cause the death of an innocent civilian during the course of your duties, you will receive a citation for disciplinary violation and a verbal warning after the mission has been completed. The Department takes the endangering of innocent citizens very seriously. If you receive three citations, the Internal Affairs Department will remove you from duty permanently.

COMBAT

Many times you will have to resort to physical force to overcome suspects or anyone obstructing you in the course of your duties. Sometimes, if your own safety is under threat, the use of lethal force is sanctioned.

COMBAT MODE

Once D'arci nears an opponent, she will enter combat mode. In this mode, an enemy health bar (a single red line meter) appears below the opponent. In combat, this bar will diminish until the opponent either dies or gets knocked down. Once an enemy is knocked down, D'arci can arrest the perp. Roper cannot arrest thugs, so you may want to administer "rough justice" on these punks.

Control	Action
Analog Thumb Pad	Movement. Use ◀/▶ to circle an opponent. Use ▲/▼ to advance and retreat. If you are fighting multiple opponents, use the Analog Thumb Pad to aim your attacks toward one of the assailants (see page 12).
A Button	Press to cycle through assailants when attacked by multiple enemies. Press when standing over a floored (but alive) opponent to arrest the perp.
B Button	Throw an object you're holding.
R Trigger	Punch, using the currently selected object. If you have the knife or baseball bat selected, press the R Trigger to use that object. If a gun is selected, press the R Trigger to fire.
L Trigger	Kick.
Y Button + L Trigger	Jumping kick.

SPECIAL ATTACKS

Grabbing Opponents

Press the Analog Thumb Pad ↑ while pressing the R Trigger to grab an enemy. You can then knee the suspect in the stomach with the L Trigger or throw the opponent to the ground with the R Trigger (for stomping or arresting).

Blocking/Ducking Attacks

Blocking is achieved by backing away from the enemy. D'arci will auto-block. When in auto-block, use the L Trigger (default) to perform a foot sweep.

Sliding Tackle

Press the L Trigger (default) when running or sprinting to perform a sliding tackle. With correct timing, you can knock down two or more suspects. This may give you the chance to arrest an opponent before the perp has a chance to attack. Sprinting creates a longer slide tackle than running.

Fighting Multiple Opponents

When you come up against multiple opponents, they often try to surround and pummel you. In the worst case scenario, you will have an opponent in front, one on your left and right, and one behind you. Use the Analog Thumb Pad to aim your attacks. For example, use ← + the R Trigger (default) to throw a punch to the opponent standing on your left, while holding ↓ + the L Trigger (default) to kick out at the opponent behind you.

IDENTIFYING OPPONENTS

If you come up against more than one opponent, you can identify the gang members by the color of their jackets. Jacket color represents the overall strength of your opponent.

Jacket Color	Opponent Strength	Description
Gray	Easy	These are the Wildcat punks you will meet early on in Union City.
Green	Medium	These Wildcat gang scumbags are more skillful in hand-to-hand combat and more accurate with weapon fire.
Red	Hard	The street lieutenants of the Wildcats are deadly in unarmed combat and lethal with a weapon. Be prepared for a serious rumble when they catch up with you.
Bane's Hit Men	Off the Chart	Not much is known about these opponents. Rarely seen in daylight, they stalk the streets at night and answer to a much higher power. Armed with a lethal mini-gun, black jackets are to be avoided!

DEALING WITH SUSPECTS

MAKING AN ARREST

You can arrest suspects only if you physically overpower them during hand-to-hand combat. While they are lying dazed on the ground, stand over them and press the A Button (default) to handcuff them. If the suspect has been involved in criminal activity, the crime rate will be reduced.

Note: You only have a few moments to arrest suspects. After that they'll be back on their feet, either running off or ready to fight again.

SEARCHING SUSPECTS

You can frisk bodies or anybody you've placed under arrest for weapons or other concealed items. Stand over the suspect and hold down the A Button (default) to begin the search. You will see a rising percentage bar to indicate how far the search has progressed; if it gets to 100% and you've found nothing, it's safe to assume the suspect is clean. If you do find something, it will appear next to the suspect. Walk over it to pick it up.

STEALTH

In many situations stealth tactics yield better results than a gung-ho approach. To avoid attracting the attention of potential enemies, keep the following points in mind.

Keep Out of Sight

Enemies will be alerted to your presence even if they just glimpse your shadow. If there's low cover nearby, use it by crawling along on all fours. Hold down the A Button (default), then use the Analog Thumb Pad to move. If you're close to a wall, press the A Button (default) to push flat against it, then use the Analog Thumb Pad to move along flush against it. Using this maneuver, when you reach a corner, you will peer around it.

Stay Silent

Don't betray your position by making noise: firing a gun or accidentally kicking a can will alert your foes. However, you can sometimes use this to your advantage: Throwing a can into another area will decoy guards away from your position.

Leave No Trace

Any evidence you leave as you pass through a sensitive area may be discovered by subsequent guard patrols. If you are badly injured (health bar in the red) you will leave a telltale blood trail that will be spotted by any guard who comes across it. Use a MediKit before proceeding.

USING VEHICLES

There are many vehicles on the streets of Union City: cars, vans, taxis, police cruisers, police SUVs. Each vehicle type is different in top speed, handling, and protection offered. Use vehicles at your discretion. (Because of the high crime rate, some vehicles are locked and unavailable.)

Control	Action
A Button	Enter/exit vehicle.
Analog Thumb Pad	Steer.
R Trigger	Accelerate. If you press the R Trigger while stationary, the vehicle will move forward. If you brake (L Trigger) and steer while moving at speed, the vehicle will perform a handbrake turn.
L Trigger	Brake. When stationary, press the L Trigger to go into reverse.

COMMANDEERING VEHICLES

As a police officer, you have access to police-impounded vehicles such as cars or vans. In desperate situations, you can even commandeer a vehicle by standing in front of it to block its passage, then firing a single shot as a warning. The driver will usually exit the vehicle and flee, leaving you free to climb in and drive off. Be careful though – some civilians will not give up their vehicles. You can also disable vehicles by firing rounds into them.

WEAPONS

Although you begin some missions with a weapon, you should be able to find better weapons fairly easily. You can often disarm an armed assailant during a brawl; when you see the weapon fall to the ground, walk over it to pick it up. You may also find ammo behind objects.

Remember: Even after a weapon is in your inventory, you must select it before you can use it.

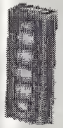
FIREARMS

All guns work in the same way: When a target presents itself, D'arci or Roper will auto-draw her/his firearm and a targeting icon will appear around the quarry to indicate that you have a high chance of hitting the mark. You can fire before the icon appears, but you will have a much lower chance of hitting the mark. The chance of hitting the objective also depends on the weapon being used, the range to the target, and how quickly the quarry is moving.

Pistol – The pistol is a good all-round weapon. It has good short to mid-range accuracy coupled with a high fire rate.

Shotgun – Devastating at short range, this weapon has a slow reload time.

Assault Rifle – The best weapon for combat, the assault rifle has good fire rate with mid-range distance and excellent accuracy.



Pistol Clip – Pistol clips give the pistol a full cartridge of bullets.

Shotgun Shell – Shotgun shells vary in amount when found.

Rifle Clip – Rifle clips give the assault rifle a full cartridge of bullets.

EXPLOSIVES

Hand Grenade - Press the R Trigger (default) to pull the pin; press a second time to throw. The grenade has a six-second fuse. Once it is primed, you must throw it toward the target or be blown to bits.

Time Bomb - General-purpose explosives for all manner of demolition work. You either receive these at the start of a mission or find them during the level. Press the R Trigger (default) to place the bomb. You then have five seconds to clear the blast radius. These explosives have a devastating short-range blast and must be used as warranted by the mission briefing.

OTHER WEAPONS/ITEMS

If you do not have a gun or if you've run out of ammo, there are other ways to improve your chances in a street brawl. If you can disarm an opponent who is wielding a baseball bat or knife, you can pick these up and add them to your inventory. If the weapon is not picked up when you walk over it, then you already have one in your Inventory. Press the R Trigger (default) to use the weapon.

Knife – A short-range weapon used in hand-to-hand combat. In the hands of an experienced user it can be deadly on sneak attacks.

Baseball Bat – Another hand-to-hand combat weapon, used to stun or drop opponents.

POWER-UPS

The following power-ups can be collected throughout the game. Over time, they will increase your character's ability as described below:

MediKit – Increases health by approximately 50%.

Stamina – Restores full health and increases your total health bar over time.

Reflexes/Accuracy – Accrues skill throughout the game. After a certain time, your reaction times and shooting accuracy will improve.

Strength/Damage – Accrues power throughout the game. After a time, your character will be able to take and inflict more damage during combat.

Constitution/Speed – Delivers a short-term boost and long-term gain. Your character's overall speed and maximum running distance improve with each power-up.

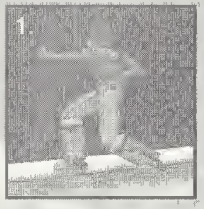
HAND-TO-HAND COMBAT

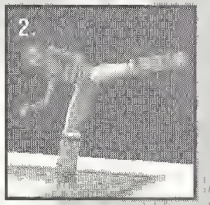
Combat moves are divided into three categories: Single, Combination and Special. You must be in combat mode (fighting an enemy) to attempt combination attacks.

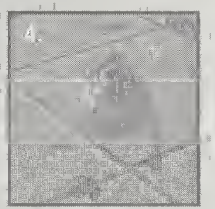
SINGLE MOVES

Single moves are one-button-press actions that inflict minimal damage, but are easy to execute. (Buttons shown are the default settings.)

1. Punch	R Trigger (front only).
2. Kick	L Trigger (direction specific).
3. Roundhouse Kick	A Button.
4. Slide Tackle	Run + L Trigger.
5. Stomp	Closely face enemy on ground and press L Trigger.







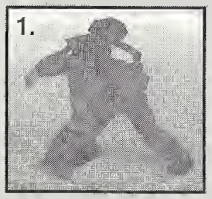
COMBINATION MOVES

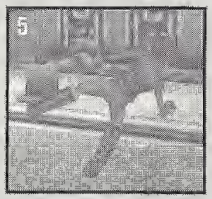
Combination moves are your best choices for quick, devastating attacks. You must be in combat mode close to your target and time the move so the enemy is not attacking. (Buttons shown are the default settings.)

1. Grapple	↑ + R Trigger.
2. Grapple and Throw	While in grapple, tap R Trigger.
3. Grapple Kick to Ribs	While in grapple, tap L Trigger.
4. Speed Jab	←/→ + R Trigger (fast tap).
5. Fly Kick	Sprint, then jump, and press L Trigger. Target must be directly at the contact point of the down kick.

Successful attack combinations (three hits) yield a power combination that knocks down the enemy. There is a power combination for punching and kicking.

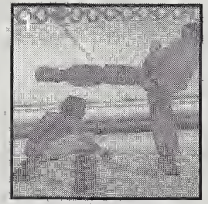
Note: Roper cannot grapple.

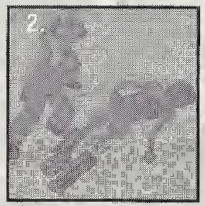




DEFENSE

1. Duck	A Button while being attacked.
2. Tumble	Jump + ←/→ to tumble away from a fight or break a gun lock.
3. Sweep	While in Duck, press L Trigger.





SPECIAL MOVES

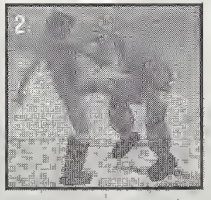
D'arci and Roper have special combat moves that inflict more damage to enemies and bring them to the ground.

D'arci

1. Elbow to Head	When directly behind a target, press R Trigger.
2. Groin Kick	When very close and facing target, press L Trigger (usually activated after an initial stomach kick).
3. Fly Kick	Run then jump, and press L Trigger. Target must be directly at the contact point of the down kick. Sprinting kicks have a longer range.

Roper

4. Throttle	Close in on your target and press R Trigger. Roper will then grab and throttle the opponent.
5. Fly Kick	Run, then jump and press L Trigger. Target must be directly at the contact point of the down kick. Roper has a much quicker fly kick than D'arci.



STREET SURVIVAL

Death comes all too easy on Union City streets. Here are some tactics to keep you in the fight.

- If you are chased by thugs, luring them near police officers will prompt the officers to assist you.
- If you are wounded, you can tumble out of combat mode by pressing Y Button + ◀/▶. Retreat to safety.
- Save your bullets for the thugs armed with guns.
- When confronting groups of thugs, take out the first thug with a slide and then arrest him. For the rest, use your combination moves for devastating attacks.
- When thugs chase you up a ladder, wait for them to climb up and then as they reach the top, give them a swift kick back down.
- Exploring the rooftops can have unseen benefits.
- Avoid running in the streets – cars are tougher than you!
- When you are chased, hide behind barrels or dumpsters to avoid pursuers.
- Shoot or jump over mines – they are deadly!
- In Combat Training, pay attention to the flashing icons on the left side of the screen. They will teach you the rhythm with which to perform Punch and Kick combos.

CREDITS

MUCKY FOOT

Mucky Foot is Ashley Hampton, Barry Meade, Chris Knott, Eddie Edwards, Fin McGechie, Gary Carr, Guy Simmons, James "Dudley" Watson, Jan Svarovsky, John Steels, Junior Walker, Justin Amore, Mark Smart, Mark Adami, Martin Oliver, Matthew Rosenfeld, Mike Burnham, Mike Diskett, Ollie Shaw, Penny MacArthur, Richard Franke, Simon "Grimmy" Keating, Stuart Black, Tom Ireland and Wayne Imlach.

Here's an effort to divide up what we did to make URBAN CHAOS!

Programming Mike Diskett, Mark Adami, Matthew Rosenfeld, James "Dudley" Watson, Eddie Edwards, Guy Simmons

Additional Programming Jeremy Longley

Art Direction Fin McGechie

Art Stuart Black, Richard Franke, Ollie Shaw, Fin McGechie, Junior Walker, Chris Knott, Gary Carr

Additional Art Terry Catrell, Joe Rider, Steve Brown

Animation Ollie Shaw, Junior Walker, Chris Knott

Level Design Simon "Grimmy" Keating, Barry Meade

Sound and Music Martin Oliver

Scripting Barry Meade, Simon "Grimmy" Keating, Fin McGechie, Penny MacArthur

Testing Justin (mucky) hands Amore

Additional Testing Sean Lamacraft, Marie Colwell, Mark Rose, David Harlow

Further Testing Christopher Absolom, Mark Baker, Alex Blackwood, Dahman Coombes, Eamon Meadows, Anthony Nicholson, Tom Patterson, Lawrence Phillips, Daniel Purvis, Gary Reed, Amy Ross, Peter Ruscoe, Kraig Stone, Lorne Tietjen, David Walker, David Wright, Gary Carr, John Steels, Michael Burnham, Tom Ireland, Jan Svarovsky, and everyone at Mucky Foot

IT and Mucky Website Michael Burnham

Office Management, Admin and Personnel Penny MacArthur

Public Relations Cathy Campos at PanachePR

A big mucky "Thank You" from Mucky Foot to everyone at EIDOS and Glenn Corpes deserves a special mention because of "Crinkle Technology"

VOICE PRODUCTION

Casting Phil Morris at AllintheGame

Voice Production Barry Meade, Martin Oliver, Chris O'Shaugnessy, Phil Morris

Voice Actors Johnnie Fiori, Dan Russell, Sharon Holm, Kerry Shale, Julienne Davis, Colin McFarlane, Ted Maynard, Brad Lavelle, Togo Igawa

EIDOS INTERACTIVE

UK Producer	Graeme Monk
US Producer	Frank Hom
Product Manager	Matt Knoles
Public Relations	Greg Rizzer Lars Bakken
Quality Assurance Manager	Brian King
Lead Tester	Mike Orenich
Tester	Beau Teora
Compatibility Technician	Ken Schmidt
US Manual Layout	Carol Ann Hanshaw
Special Thanks	Li Shen Eric Adams

EIDOS INTERACTIVE LIMITED WARRANTY

EIDOS Interactive warrants to the original purchaser that this EIDOS Interactive disc is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EIDOS Interactive disc is sold "as is" without expressed or implied warranty of any kind, and EIDOS Interactive is not liable for any losses or damages of any kind resulting from use of this program. EIDOS Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EIDOS Interactive disc, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the EIDOS Interactive disc has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate EIDOS Interactive.

Any implied warranties of merchantability and fitness for a particular purpose are limited to the ninety (90) day period described above. In no event will EIDOS Interactive be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this disc.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

For warranty support please contact our Customer Support department at (415) 547-1244. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You're responsible for all toll charges. Please note Customer Support Representatives will not provide game hints, strategies or codes.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay) Will not operate with any other televisions or Sega Dreamcast systems Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486, 4,454,594; 4,462,076, Re. 35,839; Japanese Patent No. 2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association Sega of America Dreamcast, Inc, P.O. Box 7639, San Francisco, CA 94120.